

Sonic

the comic

starring



SONIC
THE HEDGEHOG™

CRUNCH POINT!

**KNUCKLES
MEETS
THE
CHAOTIX
CREW!**

**SONIC &
KNUCKLES
PIN-UP!**

BUT WHO ARE
CHAOTIX?

**KID
CHAMELEON
RETURNS!
CHAOTIX!**

**NEW
STORY**

**32X
REVIEW**



e
STC
Archive **3**

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another mega edition of the U.K.'s official Sega comic. As usual STC's hedgehog host with the most gets the issue underway with a special complete Sonic story, **Beware Predicto**. There's a new kid in town in the form of that multi-hero, **Kid Chameleon**, plus a certain knock-out echidna, **Knuckles** continues to pack a punch in **Total Chaotix**. To complete the starry set up, that jet-powered furry possum, **Sparkster**, launches into the second part of STC's out-of-this-world series **Last of the Rocket Knights**.

The hot new Knuckles release **Chaotix** is under the **Review Zone** microscope, plus there's another sega-sational pin-up on the back page featuring **Sonic & Knuckles** - sure to be the fastest stick-up in the west!

Megadroid

SONIC THE BUDGIE?

There's only one Sonic ... or is there? At least that was the case until Boomers began honouring their pets with the name. A **Sonic & Knuckles** disposable camera will be awarded to each snap happy hume who gets their photograph in print. Get snapping!

Rebecca Anderson, Stockton-on-Tees, MD owner.
↓ Sonic & Knuckles Camera Winner.



Or is it a hedgehog?



↑ Anon, Bognor Regis, W. Sussex.
Sonic & Knuckles Camera Winner.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

1. WINTER OLYMPICS
2. BALLZ
3. ROAD RASH 3
4. FIFA SOCCER '95
5. ETERNAL CHAMPIONS
6. PGA EUROPEAN TOUR GOLF
7. TOEJAM AND EARL 2
8. MARKO'S MAGIC FOOTBALL
9. NIKKO MACHINES 2
10. PUGGSY

MEGA-CD

1. GROUND ZERO TEXAS
2. WORLD CUP USA '94
3. PITFALL
4. BATMAN RETURNS
5. FIFA INTERNATIONAL SOCCER
6. MICKEY MANIA
7. BRUTAL: PAWS OF FURY
8. REBEL ASSAULT
9. MICROCOSM
10. HOUR STORM

MASTER SYSTEM

1. BRAM STOKER'S DRACULA
2. ROAD RASH
3. DESERT SPEED TRAP
4. WINTER OLYMPICS
5. ROBOCOP 3 TERMINATOR
6. COOL SPOT
7. STAR WARS
8. RAMPART
9. SENSIBLE SOCCER
10. DESERT STAKE

GAME GEAR

1. ROAD RASH
2. JAMES POND 2 - ROBOCOP
3. WINTER OLYMPICS
4. DESERT SPEED TRAP
5. MICKEY MOUSE 2
6. SONIC THE HEDGEHOG 2
7. PGA TOUR GOLF 2
8. FIFA INTERNATIONAL SOCCER
9. STRIDER 2
10. BATMAN RETURNS

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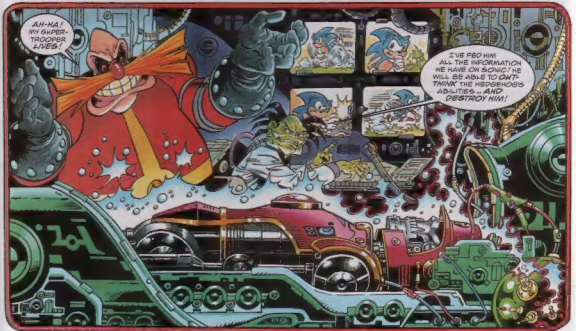
SONIC

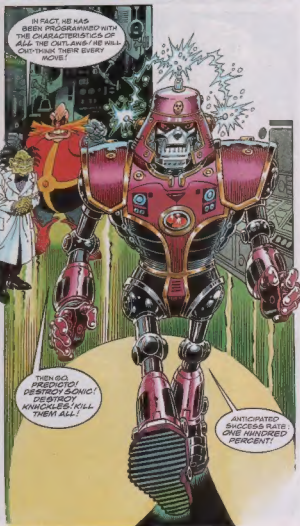
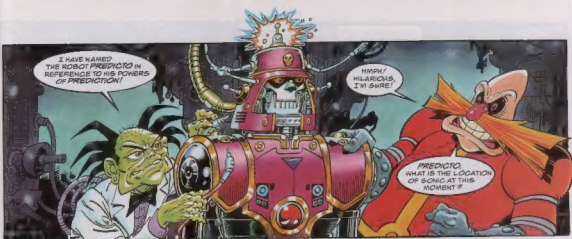
THE HEDGEHOG

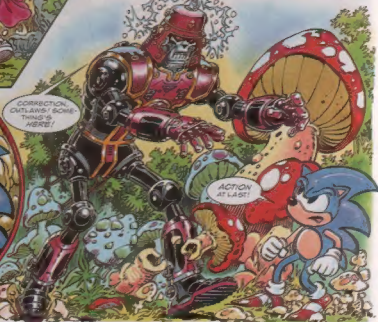
Beware Predicto!

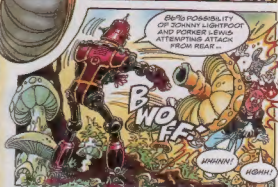
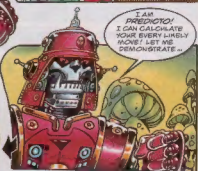
COMPLETE STORY

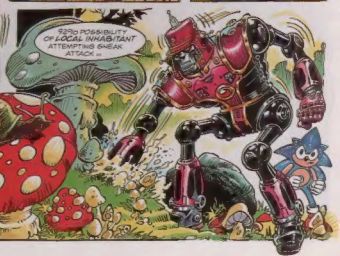
Script: LEW STRINGER Art: CASANOVAS/JOHN M. BURNS Lettering: ELLIE DE'VILLE

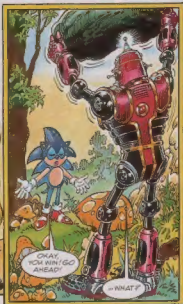
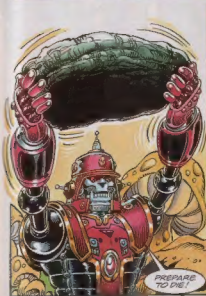
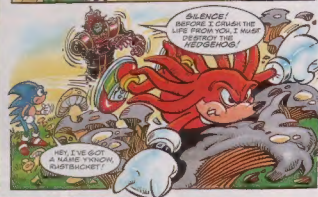






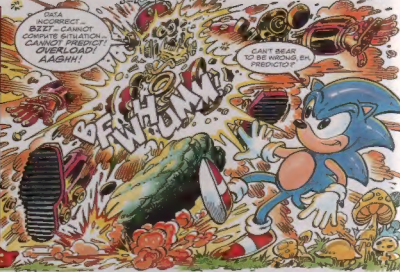








INPUT DATA ON SONIC: COOL, DEDICATED; WOULD NEVER SURRENDER! KZZT -- NEVER SURRENDER -- BZZT. IT DOES NOT COMPUTE!



DATA INCORRECT -- BZZT -- CANNOT COMPUTE SITUATION! CANNOT PREDICT! OVERLOAD! AAGHH!

CAN'T BEAR TO BE WRONG, EH, PREDICTO P?



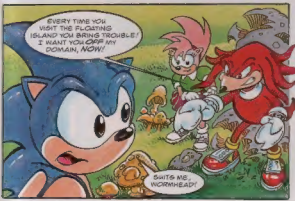
SMART WORK, SONIC! ER -- BUT WHAT DID YOU DO EXACTLY?

JUST THE OPPOSITE FROM WHAT HE EXPECTED ME TO DO, LITTLE BUDDY!



WERE YOU REALLY GOING TO GIVE UP, SONIC?

GET REAL, FURBALL! IT WAS JUST A TRICK TO CONFUSE HIS COMPUTER BRAIN!



EVERY TIME YOU VISIT THE FLOATING ISLAND YOU BRING TROUBLE! I WANT YOU OFF MY DOMAIN, NOW!

SHITS ME, WORMHEAD!



LOOKS LIKE YOU AND KNUCKLES WILL NEVER BE FRIENDS!

NEVER SAY NEVER, JANY! THE COOLEST THING ABOUT ME IS THAT I'M ALWAYS UNPREDICTABLE!

NEXT ISSUE: THE GREAT ESCAPE!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:
Nick Protz.

CHAOTIX



game type: PLATFORM
1 PLAYER

RATING SYSTEM

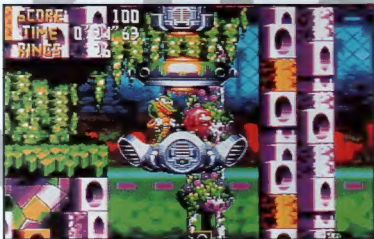
under 40% = Yawnsville
40 - 70% = Normalville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

The major difference between **Chaotix** and previous **Sonic** video platformers is that you are "linked" to another character throughout the game. This link, an energy stream between two gold rings, acts like a rubber band. It remains intact through all the action except in the event of a direct hit. At no point can you disengage from your partner, but you can select a different "pal" at the start of each level.

Learning how to master and manoeuvre the two linked characters can be tricky at first. However, thanks to some excellent on-line help, you'll soon learn how to pull off spectacular leaps, amazing bursts of speed and a neat 'Slinky-type' effect!

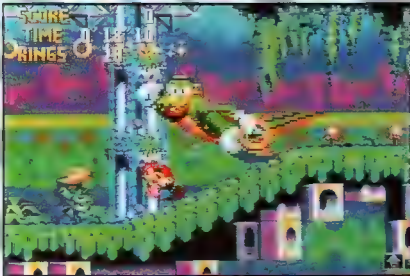
Chaotix has five zones to explore, each one with five levels appearing in random order. There are plenty of bonus levels (and a great new Special Stage) to help build up rings and lives. There is also a clever final stage and a tricky boss to defeat.



Since the Mega Drive 32X add-on first appeared earlier this year, STC has been swamped with letters from anxious Boomers wondering when the first **Sonic** game would appear on it. Well here it is ... sort of! In fact **Sonic's** friendly rival **Knuckles** takes the spotlight in **Chaotix**, a platform game that wouldn't shame the Cool Blue One himself.

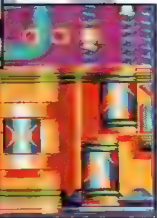
Joining **Knuckles** are several brand-new characters. Rather than reveal who they are here, check out **Knuckles'** own story in this very issue! There's also a new location and new zones to visit. Oh yes, and old egg-breath himself, **Doctor Robotnik**, is around to cause more trouble.



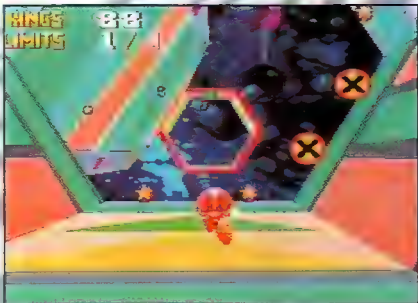
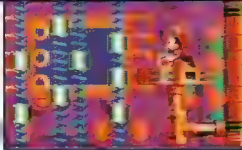


great momentum and the back-drops are bright, colourful and highly detailed.

Chaoix puts the Red-Dreaded One firmly into the video game superstar league (watch out Sonic!). It offers a decent challenge and remains true to the Sonic tradition of great platform games. It's also a good excuse for finally getting that 32X add-on you've been promising yourself!



Chaoix is somewhat predictable compared to previous Sonic games. The early levels don't offer much of a challenge. In trial end-of-level bosses are easily defeated and it's not too hard to keep all your rings. That said, the speed and eye-popping graphics effects of this 32X cart are brilliant. The characters have



FAST LANE	
PUBLISHER SEGA	PRICE £49.99
GRAPHICS	
.....	86
SOUND	
.....	84
PLAYABILITY	
.....	86
RAVES : GRAVES	
Fast and furious action	Go for the glory
OVERALL	88%

GRAPHIC

Zone

Blasti and Daffy get in some water practice by enlisting with Wilekadee Ivett! It's game, set and match to the Season responsible for serving up the winning drawings below - a pack of Crayola Overwriter Pens any heading their way.



What a racket!



Angelina Adams,
Hollywood, N Ireland
Crayola Overwriters
Winner

Some goes Daffy



Caroline Craft, Liverpool,
MD 11 owner.
Crayola Overwriters Winner.

Where a
my ball?



Daniel Winston,
Liverpool,
GG/MD/MS owner,
Crayola
Overwriters
Winner



Gillian McMahon
Invering, Scotland
Crayola Overwriters
Winner

KID CHAMELEON

NEW

RICK'S UNREALITY! PART 2

JUST SPED THROUGH A WORLD OF FANTASY
FLEW IN A HOT DRIFT'S FIGHTING ROBOTS AND
ALMOST GOT KILLED TWICE IN ONE LUNCH
TIME. MOK T WAS HARMLESS THIS S
ONLY SONIC CHAOS ON MY SYSTEM

BUT A FORTNIGHT AGO, PLAYED ANOTHER
GAME FOR REAL. BECAME SONIC
MEGA HERO AND CHAMPION OF WILDS OF
HIS KID CHAMELEON

THE NEW WILDS OF MACHINE
AT THE ARCADE CREATED A
REALITY NOT OUR OWN. GOT
LOCKED IN A NIGHT FIGHTING
MONEY RS AND RESCUING A
KIND

"MSEY 2

SAGE?

DUZ H

HE WAS JUST
YOU HAVEN'T
SEEN BEAD
RECENTLY

HADN'T SEEN HIM IN TWO WEEKS. GUESS HER
BOYFRIEND'S STILL TRAPPED IN WILDSIDE!

STILL
AS SCARY?

YEAH, I'M PRETTY
WORRIED IT'S EVER
SINCE HE TOOK ME TO
PLAY WILDS DE

ME AND SUZ NEVER EXACTLY ADMITTED
WE MET N + DUEA REALTY ALL SOUNDS
A GOOD SUEA HERE N THE REAL WORLD

BUT AM SURE
SUZ KNOWS
WHERE HE IS

HE'LL TURN UP, PROBABLY WORRIED
ABOUT GETTING DETENT ON NOW HE'S
MISSED SO MUCH SCHOOL

NOT BRAD HE MAY
BE A BIT OF A LONER
BUT HE'S NO COWARD

WHO'S A LONER? WHO?
CERTAINLY NOT COWARDLY
CASEY HE'D BE HERE AVOIDING
MY DARNES LESSON

MISTER SHAMMONS! WE WERE
TALKING ABOUT BRAD, YOU
KNOW HE'S STILL MISSING

THE WHOLE SCHOOL KNOWS HE'S
MISSING, SUZ! THE TRACK TEAMS
LOST ITS LAST TWO MEETINGS
THE FOOTBALL ELEVEN'S BOTTOM
OF THE LEAGUE

BRAD'S A REAL HERO TO THIS SCHOOL
YOU WOULDN'T CATCH HIM SITTING ON
HIS BACKSIDE ALL DAY PLAYING SPACE
NAVYDERS

COULD I CAN BE SUITE TOUGH, MASTER
SHAMMONS YOU'VE GOT GOOD HAND EYES
COULD NOT ON BRAD

CALL THAT A
CHALLENGE? FINGER
FLEXING AND BUTTON
PUNCHING? YOU SHOULD
BE OUT ON THE FOOTBALL
FIELD LAD CHANGING
ROOMS - NOW!

SHAMMONS IS RIGHT AM NO
HERO WHAT MAKES ME
THINK I CAN RESCUE HIM?

WE
CASEY ONLY
YOU CAN FIND
SUZ

BUT SUZ THINKS
CAN THEN - MUST

STRAIGHT AFTER SCHOOL, AND
A' BACK AT THE ARCADE

OUTS OF T LOOKS LIKE
ANY OLD COIN OP

BUT GUESS BOB GOT
MORE FOR A MONEY
THAN HE BARGAINED FOR

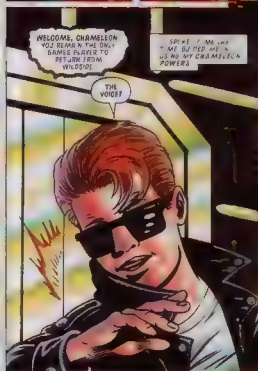


WELCOME, CHAMELEON
YOU REMAIN THE ONLY
GAMES PLAYER TO
RETURN FROM
WILDSIDE

SURE I AM AND
ME DID ME A
US NO MY CHAMELEON
POWERS

THE
VOICE?

YEAH WELL THAT'S
AM BONG FOR THE HIGH
SCORE NO PAUSES NO
CONTINUES NO LIMIT.







I'LL BE THE DOGS
CAN HANG TEN... AND
DESTROY TWENTY!

TOTAL
WIPEOUT,
MAN!

TOO EASY - KNOW THIS GAME NOW - NEED
SOUNDS THERE HAS TO BE MORE

YO, PLARGE PUSHERS
WHAT'S HAPPENIN' DOWN
THERE? BROUGHT SOME
MOLSEY BUDDIES ALONG?

GRRR!

GRRRAH!

WHNNN: GOYS

FOUR AGAINST ONE AND THAT
TELEPAD'S THE ONLY ESCAPE ROUTE

NEXT ISSUE DOWN AMONGST THE DEAD MEN

THE SPECIAL ZONE

WHEN DOCTOR ROBOTNIK
MOVED HIS BASE OF
OPERATIONS TO THE METRO
POLIS ZONE, MANY PEOPLE
THOUGHT THAT HIS OLD
EGG FORTRESS WAS
LEFT DESERTED.

THEY WERE WRONG.

POSITIVE
FIX ON SUBJECT
ACCOMPLISHED

ACKNOWLEDGED
PROCEED TO INTERCEPTION
POINT AND EFFECT
CAPTURE

KNUCKLES™
TOTAL CHAOTIX

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL

WHILE IN ANOTHER PART OF THE
ZONE KNUCKLES HAS JUST
THE MYSTERIOUS GROUP KNOWN
AS CHAGGYX

YOU
SURE THIS IS
A CHAGGYX?

YES VECTOR
THIS IS UNMISTAKABLY
KNUCKLES
ROBOTNIX'S FAMOUS
PARTNER!

WRONG!
ROBOTNIX IS AS
MUCH AN ENEMY
AS HE IS
YOURS

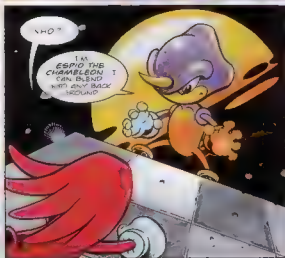
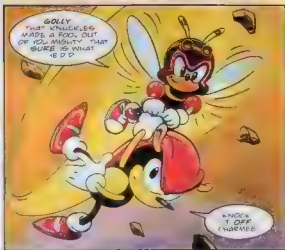
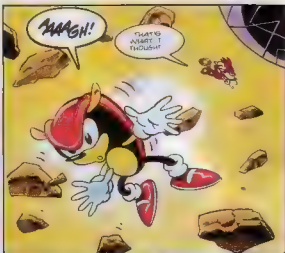
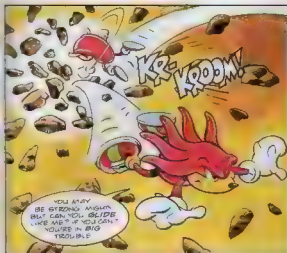
MIGHTY,
GOTTEN HIM UP
A LITTLE

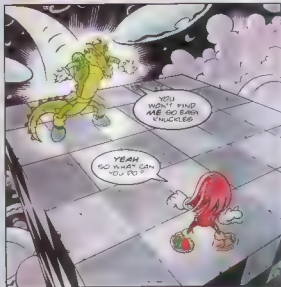
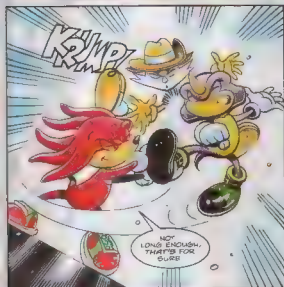
YOU
GOT IT,
BOSS

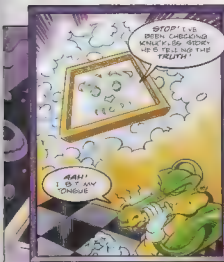
HOLD IT
YOU'RE MAKING
A BIG MISTAKE
HERE

SURE
WE ARE!

NOW JUST
HOLD THAT DOGS
WE'LL ONLY TAKE
A SECOND!







STOP! I'VE BEEN CHECKING KNUCKLES' STORY. HE'S TELLING THE TRUTH!



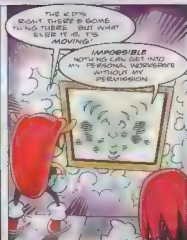
IT TURNED OUT KNUCKLES WAS BEING DUPED BY ROBOTNIK.

RIGHT! AND WHEN I FOUND OUT I TURNED ON HIM. DID YOU FIND THAT OUT TOO?



HEY BIG OIL I THINK YOU'RE GETTING ACNE!

WHAT?



THE KID'S RIGHT THERE'S SOME THING THERE BUT WHAT EVER IT IS, IT'S MOVING!

IMPOSSIBLE! NOTHING CAN GET INTO MY PERSONAL INDOSPHERE WITHOUT MY PERMISSION.



IT SEEMS TO BE TWO FIGURES AND WHAT'S WORSE THEY LOOK SORT OF FAMILIAR.



I JUST CAN'T BE! I'S METALLIX AND NOW THERE'S TWO OF HIM!

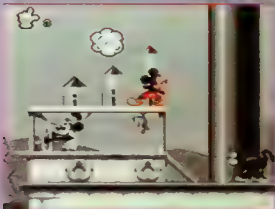
Q Zone

Mickey Mania was a beautifully animated platformer, but the game was a pretty tough cookie to crack. Once again, David Gibbon reveals the level secrets to this game!

MICKEY MANIA SPECIAL

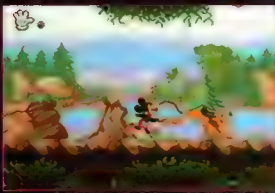
Part 1

STICK FIGURE



LEVEL ONE - STEAMBOAT WILLY

Simply keep heading right and follow the advice listed. When you reach the tallest house, jump onto the far right spring which will throw you up to the second floor. Reach the top floor by first jumping onto the far left sign. Ringing the bells at the top will open a nearby bridge. Continue right, to the end.



HAZARDS

THE COW: At the beginning of the level, jump onto the bottle and this will fire the cork into the cow's mouth. Quickly jump back to avoid the wandering musical notes.

SWINGING BALLS: As the first ball swings towards you, jump over it and collect the Marbles and Stars. Now jump right, over the second ball.

THE BOSS: To destroy each of the four cog wheels, throw marbles at the bottom two, then use the available springs to jump up and reach the higher wheels. Keep on the move to avoid the falling bombs; however, you can jump across the bombs as they fall!

TIPS

THE ROAMING DOG: Jump on the dog's back while standing on the top right edge of the cabin; he'll fall through and create a hole in the ground. Fall down here, and head left to pick up extra energy.

MOVING CRATES: As the cranes' hook lowers to collect a crate, stand on top of it and you'll be carried over to the pier. Other crates will appear later in the level, but beware as they collapse if you stand for too long!

WINDOW LEDGES: When you come to one of the houses in the level, it's possible to reach higher via the window ledges.

LEVEL TWO - THE MAD DOCTOR

The idea is to rescue Mickey's dog, Pluto, who can be found at the end of the last round. However, you've got to get through these seven rounds first.

ROUND ONE: Kill the ball at the beginning then head right to finish.

ROUND TWO: Head right, but be careful at all times.

ROUND THREE: Here's where things heat up! Mickey is placed on a runaway wagon with many obstacles ahead. Each time the wagon is about to sink, make sure you jump to the next wagon as you're about to enter the water. If you jump too early, you'll miss the next wagon!

ROUND FOUR: Keep on the move and make your way down the tower. When you see approaching barrels, jump in the air to avoid them.

ROUND FIVE: Similar to Round Two.

ROUND SIX: As you go up in the lift, fire as soon as you see a Skeleton, taking care to dodge the flying bones!

ROUND SEVEN: Push the glass jar under the first plaque, then go up and stand on the plaque. A drop of liquid will fall into the jar. Repeat this with the other two plaques, then push the jar onto the Bunsen burner. Stand on the button to the right of the burner and wait until the jar explodes.

HAZARDS

SKELETONS & BATS: See Top Tips.

MEAT CARVERS (Round One): Hanging on the walls, approach slowly because they fall to the ground as you get closer!

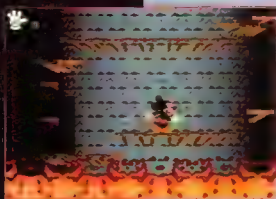
SWINGING ROPES (Rounds Two & Five): Before you swing to the other side of a pit, shoot any haddies in the air and on the other side where you're going to land.

FIRE (Round Two): Avoid standing around for too long or Mickey will get burned. Get past any fire by jumping through it as fast as possible.

MAD DOCTOR: The Doc will open his cloak and proceed to throw red bottles at you. Move away, whilst throwing marbles at him. Once defeated, go right to meet up with Pluto!

LEVEL THREE - MOOSE HUNTERS

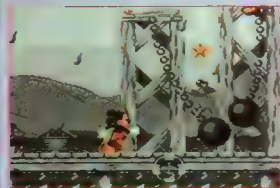
Played over two rounds, the first part of this level sees



Mickey & Pluto taking a stroll in between dodging falling branches, rocks and a rampaging moose!

Head right, but take it slowly. Branches and rocks are falling all over the place! When Pluto stands rigid, get ready to jump because a moose is about to charge!

This is the most visually appealing level in the game! Keep running to get away from the moose. Dodge the rocks, jump the water and pick up the apples



TOP TIPS

- 1 Mickey only has a limited amount of energy making the game very difficult. However, provided you proceed with care on each level and collect stars to restore your energy it's possible to get through.
- 2 The Marbles are very important to Mickey. Extra Marbles can be found throughout each level so ensure you pick up as many as possible.
- 3 Wherever you see a moving nasty such as a Parrot or Skeleton, throw Marbles at them until dead. Never try and get past them if it looks risky, first get rid of them. When firing at a Skeleton stand close and duck so that his flying bones don't hit you.

NEXT ISSUE: Mickey Mania - the conclusion.

THE WORLD OF ELMORN

ONCE A REALM OF
TRANQUILITY AND
BEAUTY RULED
OVER BY A GENTLE
PRINCESS

NOW HATE AND DESPAIR DOMINATE THE LAND

THESE ARE THE DARK
DAYS OF KING GEDOL

FROM CASTLE ZEBULAN HE RULES OVER THE DECAYING KINGDOM

AND DEATH IS THE
PUNISHMENT FOR
ANYONE WHO
MENTION THE NAME
OF ELMORN'S FORMER
RULER

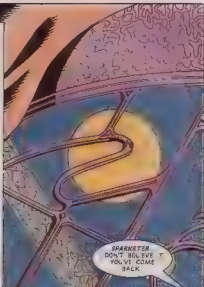
THE DARK, DEATHLESS ENEMY

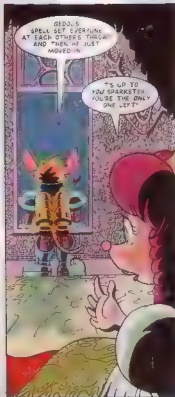
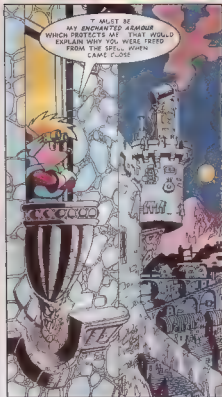
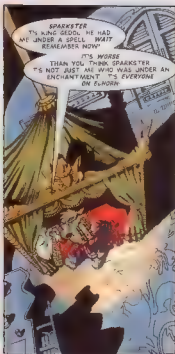


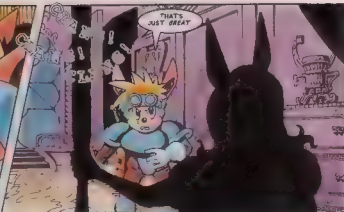
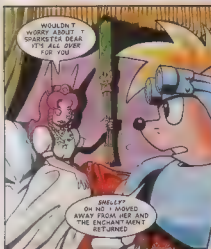
SPARKSTER™

LAST OF THE ROCKET KNIGHTS! Part 2

Script: MIKE KYPHNO Art: KEITH PAGE Lettering: STEVE POTTER









THIS IS
ALSO NOW THE HOME
OF THE ALL-POWERFUL
KING SEDOL!

SO THIS IS
YOUR EX-BOYFRIEND
MY DEAR, HOW
NICE.
I REGRET
TO SAY THAT I
DON'T THINK HE'S GOING
TO BE SUITABLE COMPANY
FOR YOU IN FUTURE. NOT
ONCE YOU ARE
MY WIFE!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Gold Tops!

Dear Megadroid,

Something shiny and gold caught my eye while I was shopping in the local supermarket. On closer inspection, I saw it was the cover of STC's 50th issue. I bought the comic and was very impressed with the stories, reviews and tattoos. Long may STC live well into its hundreds! Leigh Hay, Bolton, Lancashire. GG owner.

Sonic Stationery Winner.



'Hay,' Leigh - glad that on this occasion you judged a comic by its cover!



Just in case the tennis gets rained off - anyone for football?

↑ Jamie Wilkes, Shirley, W. Midlands. Sonic Stationery Winner.



Fox on the run!

↑ Michael Franks, Wolverhampton. GG/MD/MS owner. Sonic Stationery Winner.

Out of Sight!

Dear STC,

I think Knuckles is the ugliest resident on the Floating Island, and in my opinion he needs a face lift and should get to grips with his hair! Joseph Davies, Cheshire. Sonic Stationery Winner.



Knuckles is the only resident on the Floating Island, Joey Boy! Ancient STC proverb:

Don't judge an echidna by his coiffure!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these Highgrove Stationery sets comprising of a Segasational Sonic Organizer and Tin (with three pencils) can be yours! Bookers will find this an essential accessory to organizing those important events in life.

The Highgrove Stationery set is just part of a range of magnificent Sonic products available from most retail stationers. If you have problems finding a stockist in your area write to Highgrove Stationery Ltd., International House, Unit B, 84 Compton Road, London W11 2PS.



Dear STC,

Please can you tell me if you can use Mega Drive games with the new 32X?

Aled Edwards, Blackwood, Wales. MD owner. Sonic Stationery Winner.



Sure can, Aled. The 32X plugs into any Mega Drive or Mega-CD. As well as working with the new range of 32X games, all graphics and sound are super-charged.

Mega 32X!

THE LIGHTS ARE ON ...BUT WHO'S AT HOME?

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DATA STRIP

Fill in & send to:
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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 54
OF **STC?**



Sonic
the comic



TM

SONIC & KNUCKLES!
Another Sega-sational Pin-up!